

11. (Amended) A data processing method [of] for a game device [which makes to read] comprising reading background data required for a game that displays a moving object within virtual three-dimensional space together with background in working memory from memorizing means prior to image processing, wherein said background data is pre-read from said recording medium using a reference line set at a further point in the specified distance ahead of the limiting line in [said] a displayed direction of sight.

12. (Amended) Information recording medium having recorded therein said background data and programs for executing the respective means according to any one of Claims 1 through 10.

REMARKS

The examiner is respectfully requested to consider the above preliminary amendment prior to examination of the application. The claims have been amended to eliminate improper multiple claim dependency and to conform the claims to U.S. practice. No new matter has been added.

If there are any fees due in connection with the filing of this amendment, please charge the fees to Deposit Account No. 06-0916. If a fee is required for an extension

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